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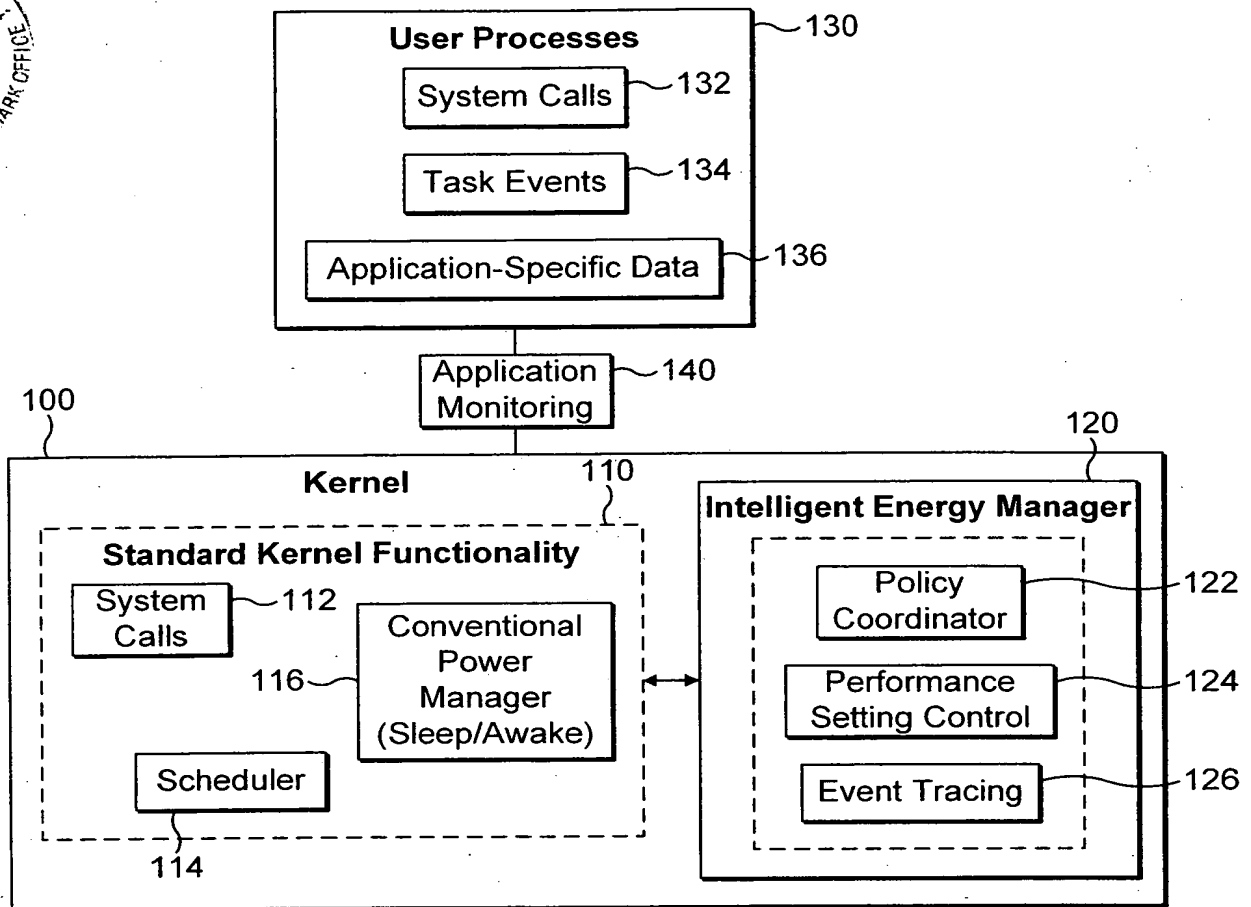
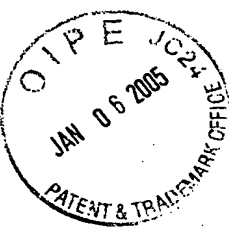


FIG. 1

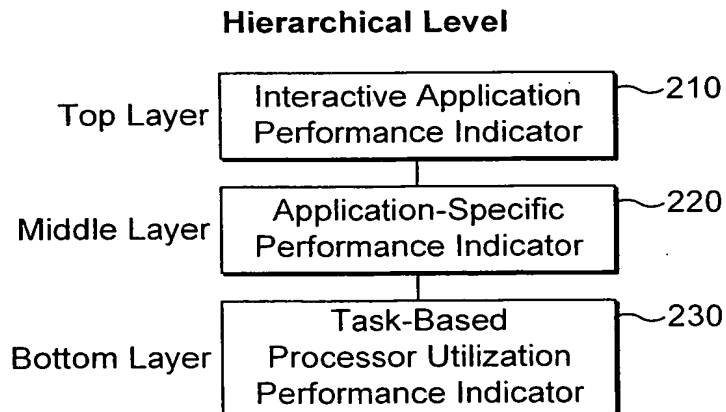


FIG. 2

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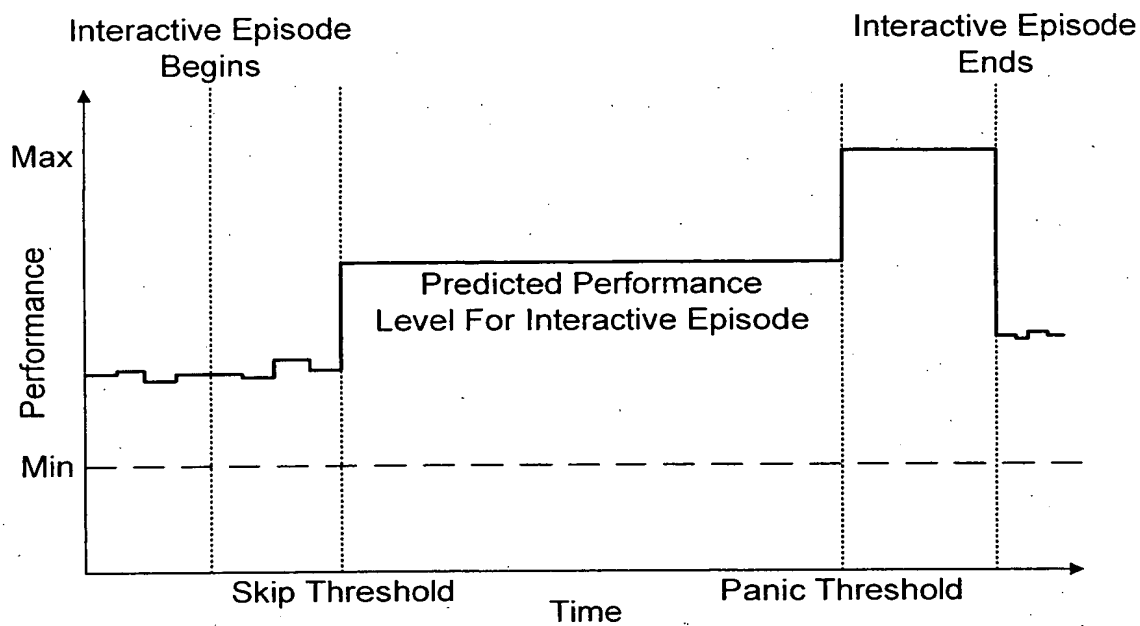


FIG. 3

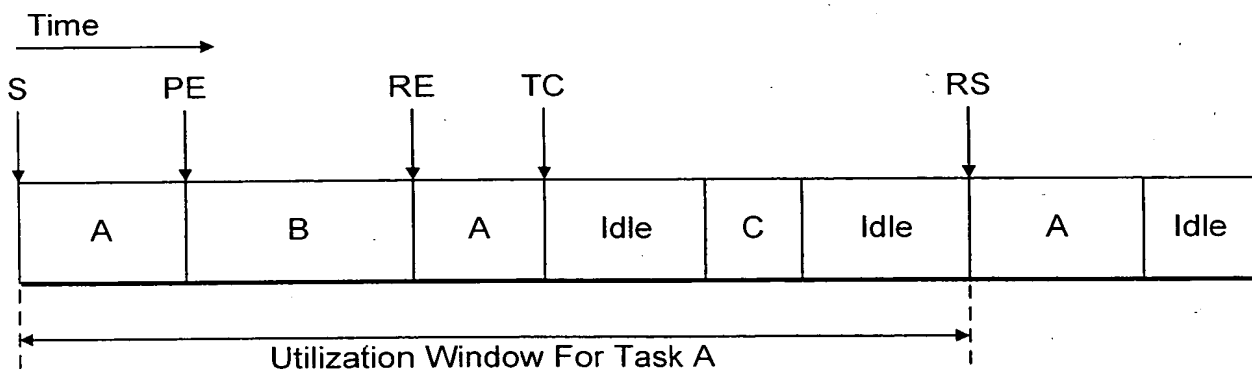
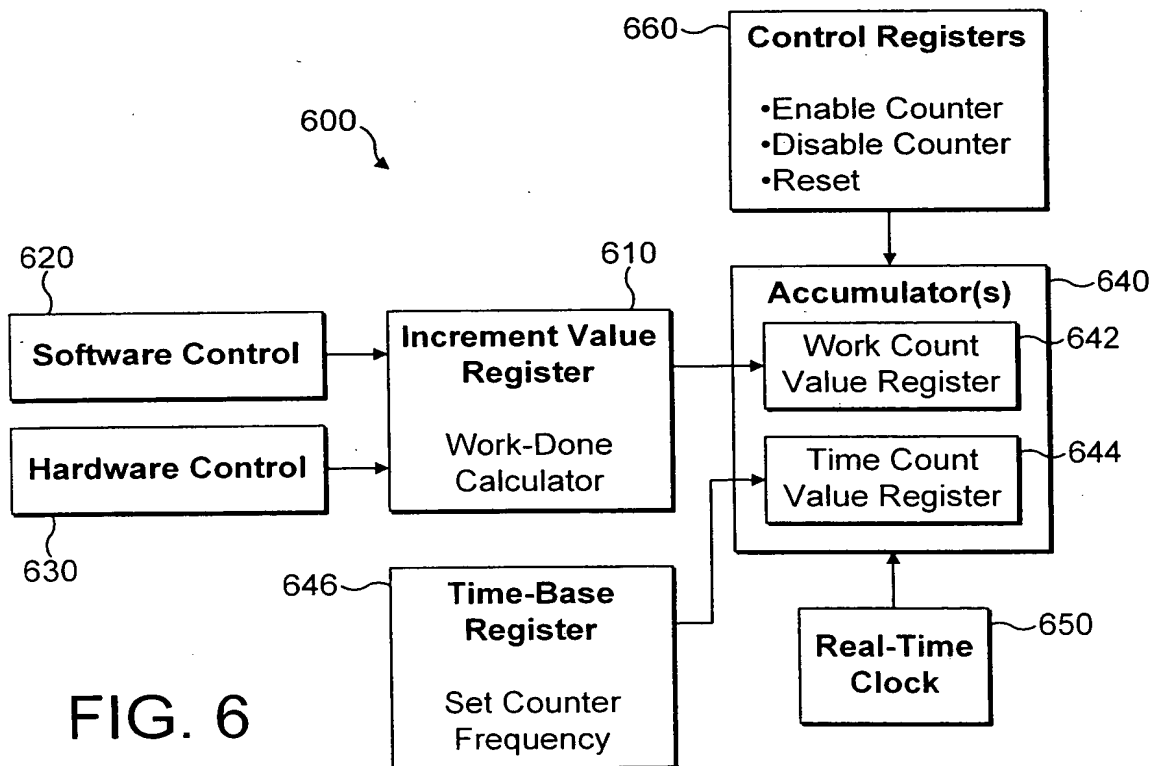
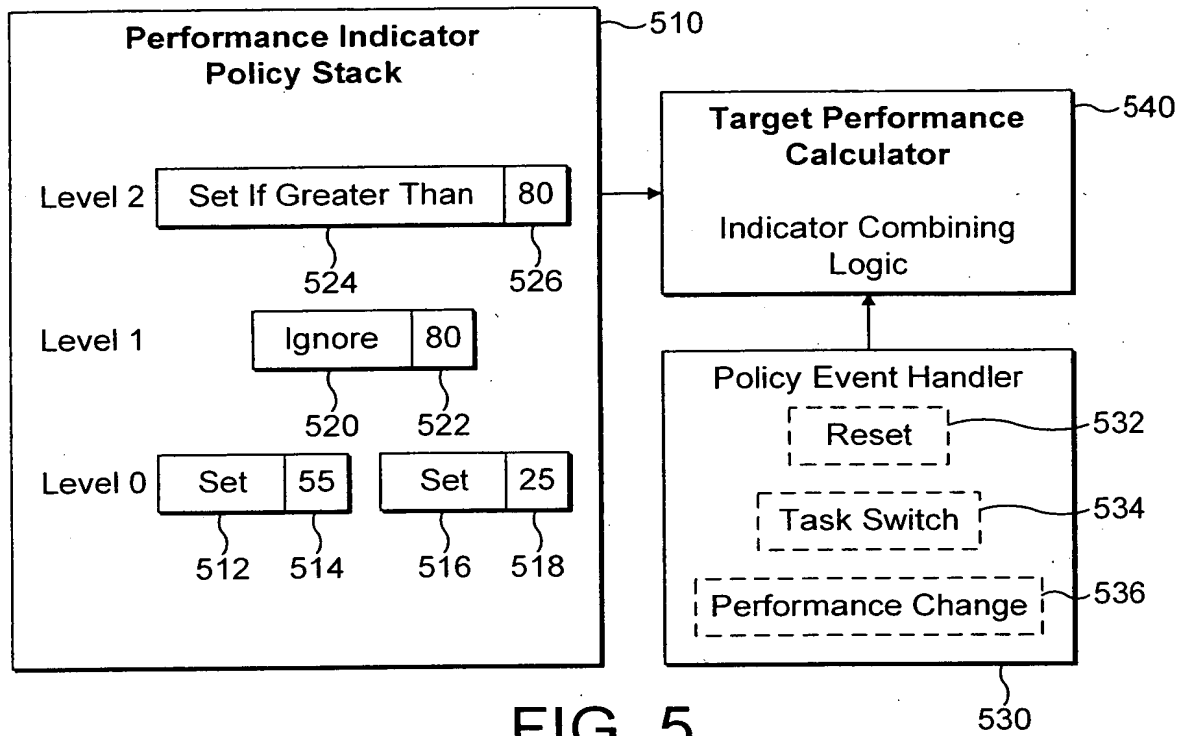


FIG. 4

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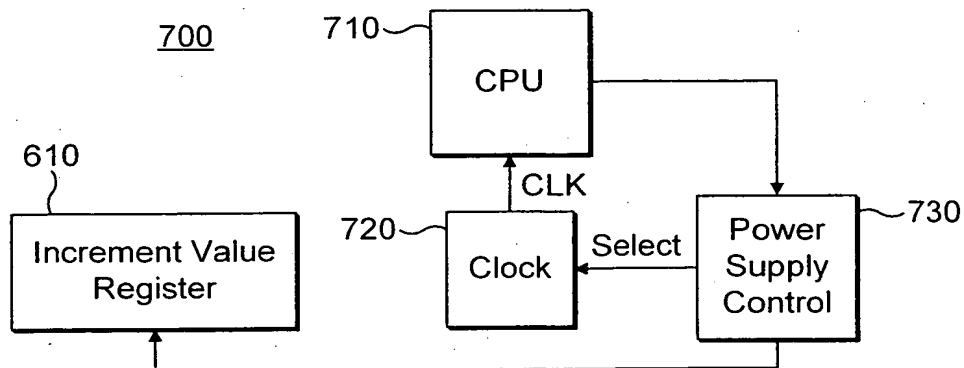


FIG. 7

			Execution Statistics			MPEG Decode	
			Length(s)	Idle	Sleep	Ahead(s)	Exactly On Time
Danse De Cable 320x160 +audio	LongRun		247.1	54%	23%	148.10	6
	Present Technique			27%	4%	68.74	1012
Legendary 352x240 +audio	LongRun		19.4	33%	13%	7.20	19
	Present Technique			24%	7%	4.79	65
Red's Nightmare 320x240	LongRun		49.1	48%	36%	26.31	5
	Present Technique			32%	13%	16.53	74
Red's Nightmare 480x360	LongRun		49.3	22%	15%	12.48	87
	Present Technique			18%	11%	8.17	139
Roadkill Turtle 304x240 +audio	LongRun		121.3	46%	19%	64.93	5
	Present Technique			25%	4%	33.34	237
Sentinel 320x240 +audio	LongRun		35.6	28%	10%	11.05	80
	Present Technique			19%	5%	6.32	231
SpecialOps 320x240 +audio	LongRun		60.8	30%	11%	19.01	129
	Present Technique			20%	5%	12.67	305

FIG. 8

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	LongRun				Present Technique				Mean Performance Reduction Over LongRun
	Fraction Of Time At Each Performance Level (Mhz)				Fraction Of Time At Each Performance Level (Mhz)				
	300	400	500	600	300	400	500	600	
Danse De Cable Legendary Red's Nightmare Small Red's Nightmare Big Roadkill Turtle Sentinel SpecialOps	6%	19%	33%	54%	51%	48%	0%	0%	59%
	0%	3%	17%	79%	0%	8%	88%	4%	82%
	11%	35%	35%	19%	95%	2%	0%	3%	52%
	0%	5%	21%	74%	0%	0%	90%	10%	85%
	3%	10%	23%	64%	1%	97%	1%	0%	66%
	0%	0%	14%	86%	0%	0%	93%	7%	84%
	1%	2%	14%	83%	0%	2%	93%	4%	83%
	34%								
	15%								
35%									
11%									
28%									
13%									
14%									

FIG. 9

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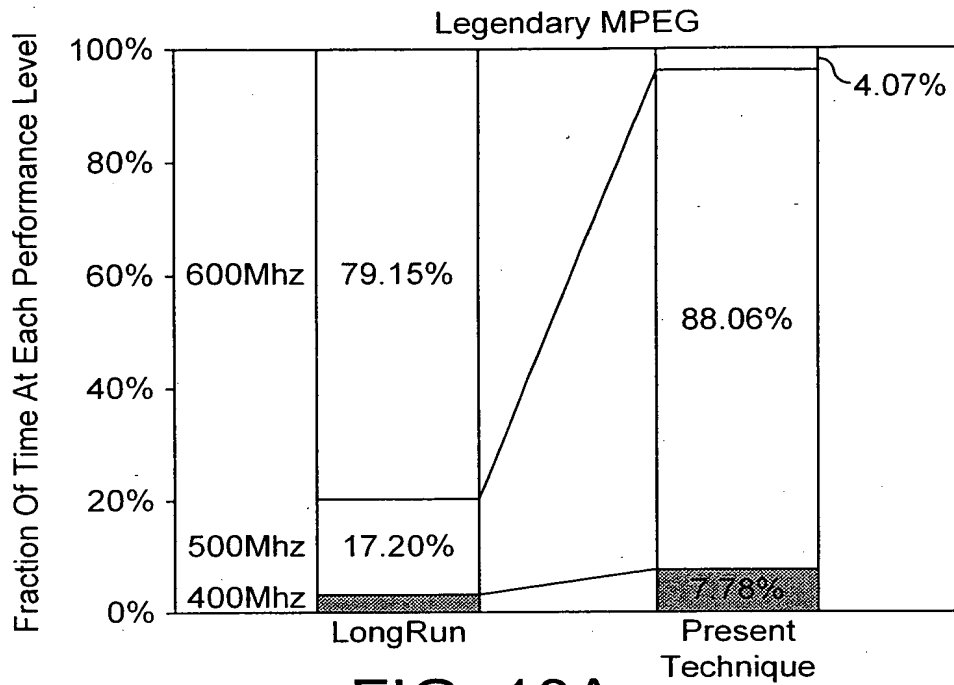


FIG. 10A

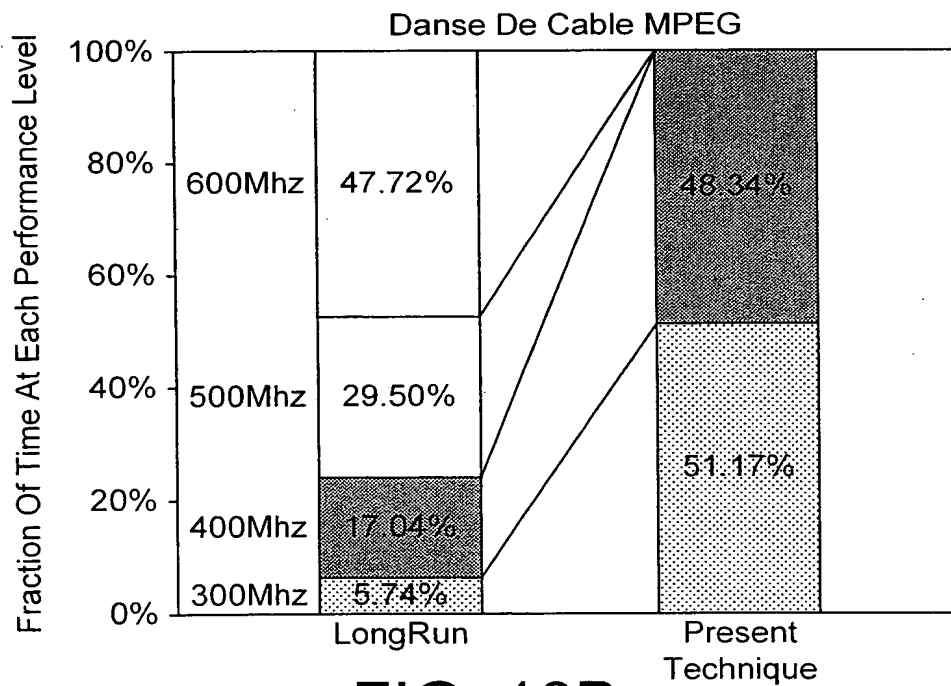


FIG. 10B

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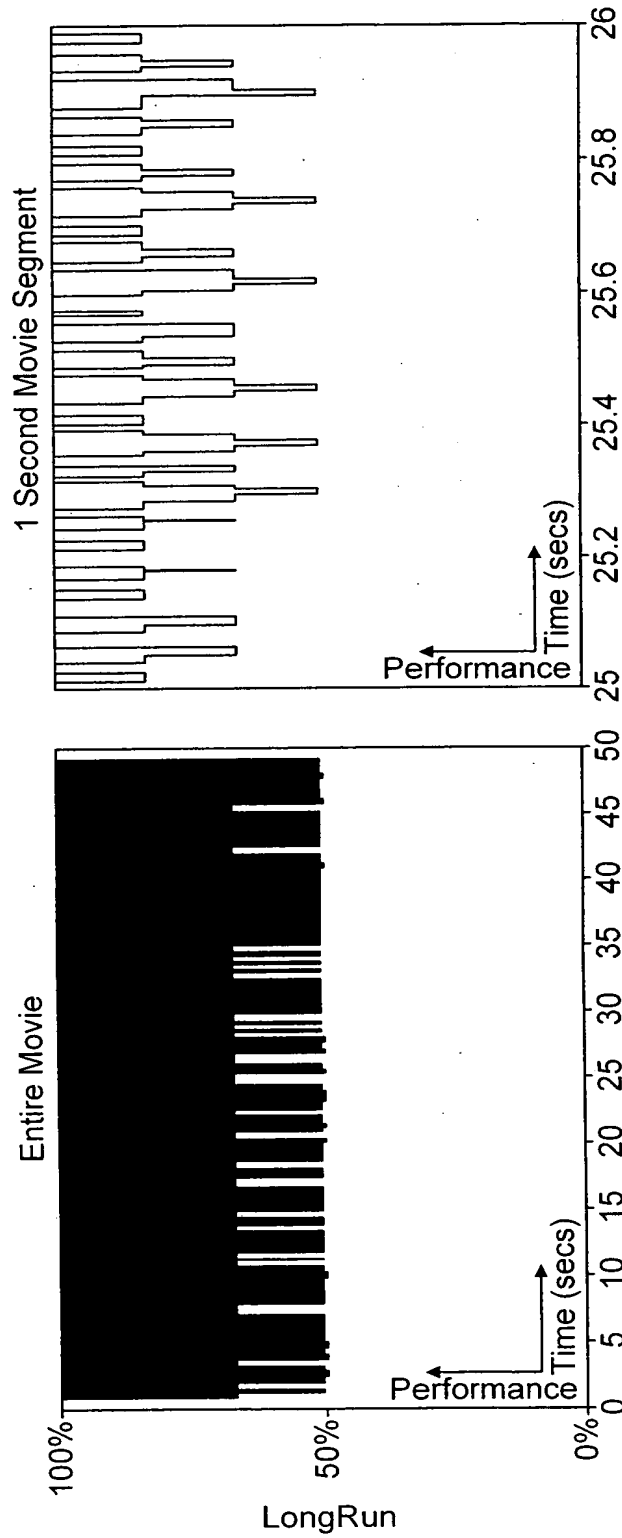


FIG. 11A

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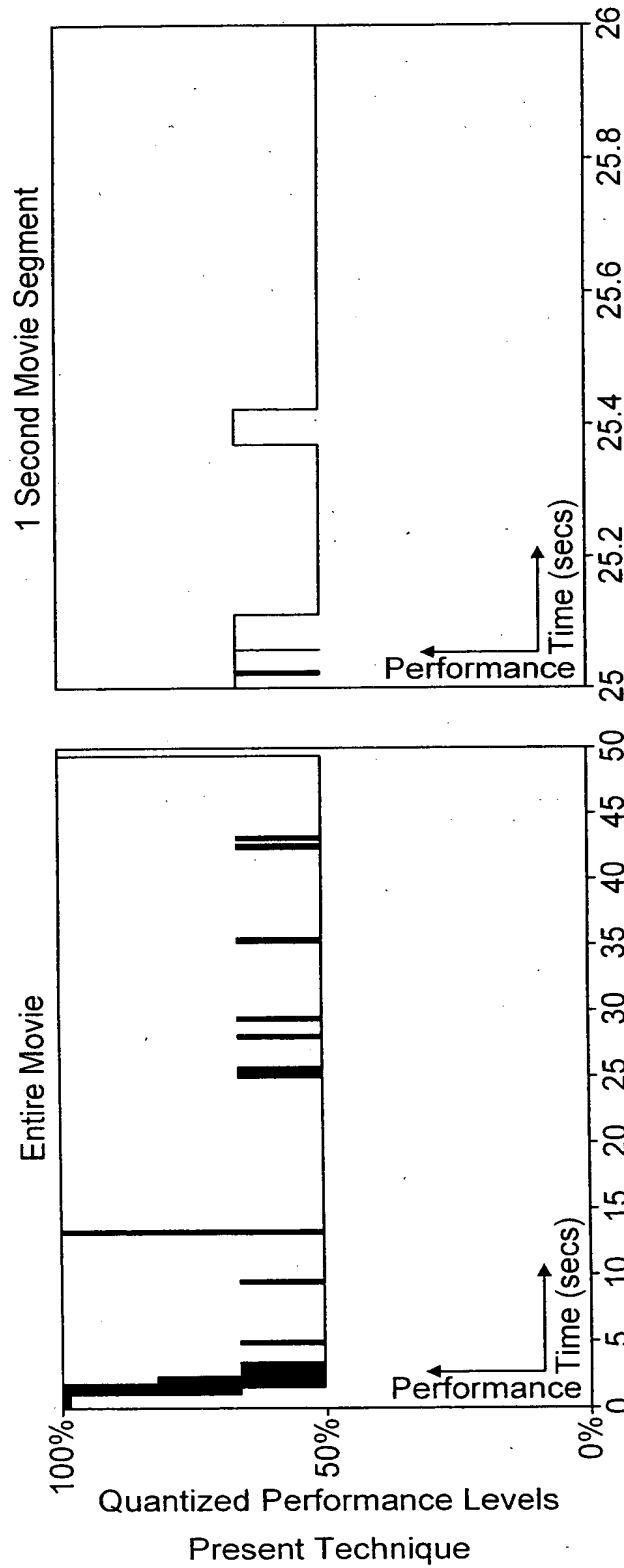


FIG. 11B

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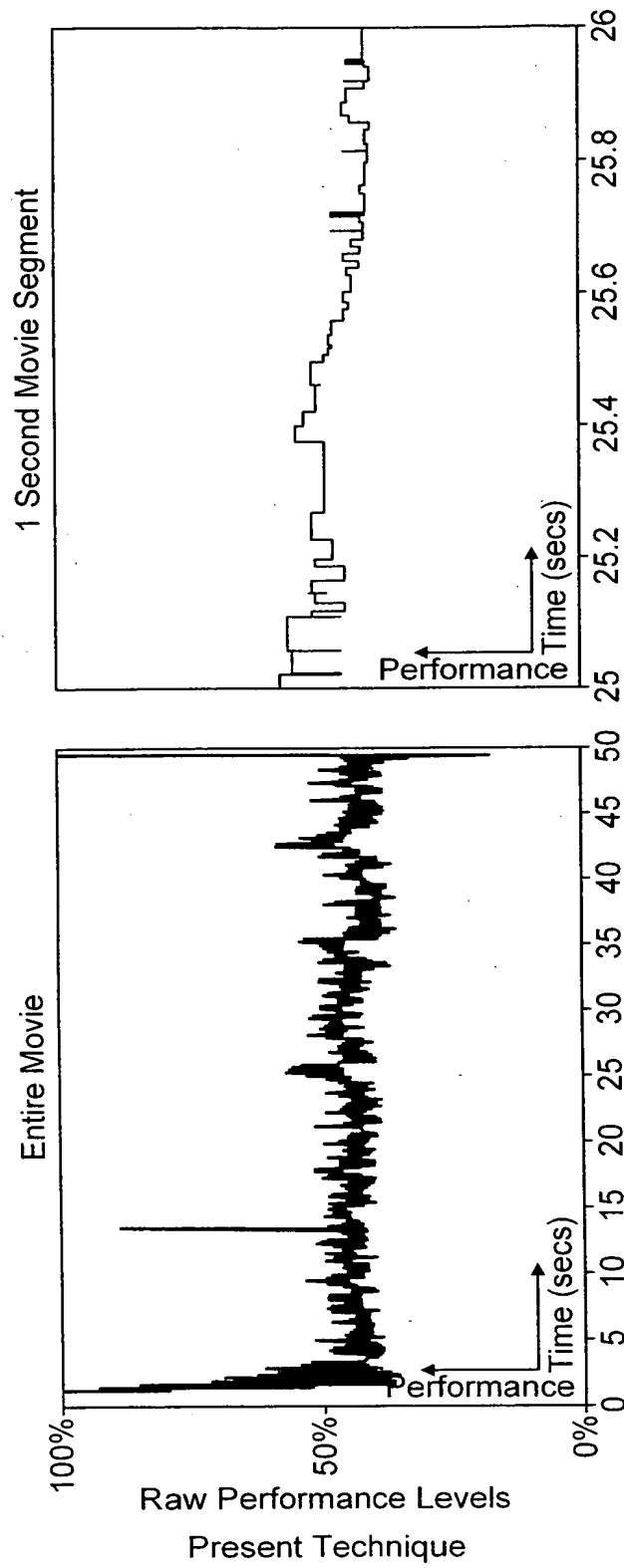


FIG. 11C

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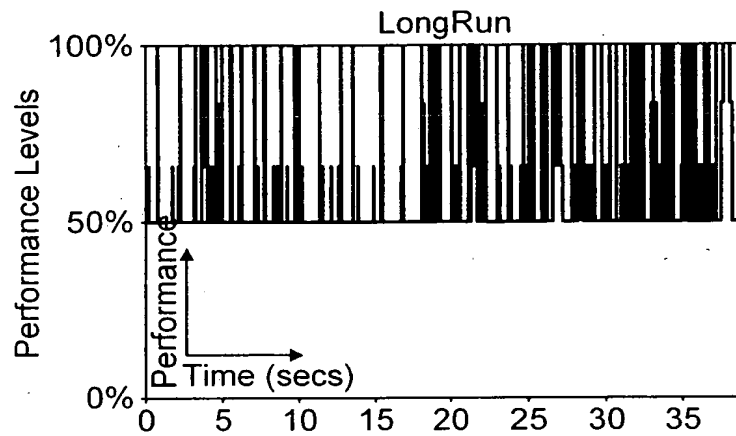


FIG. 12A

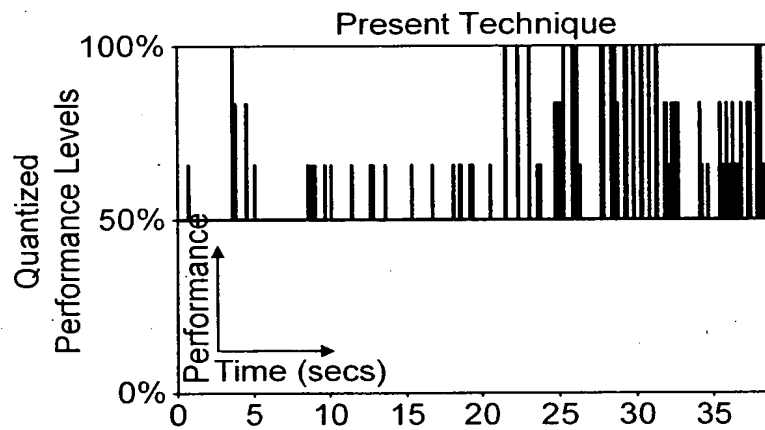


FIG. 12B

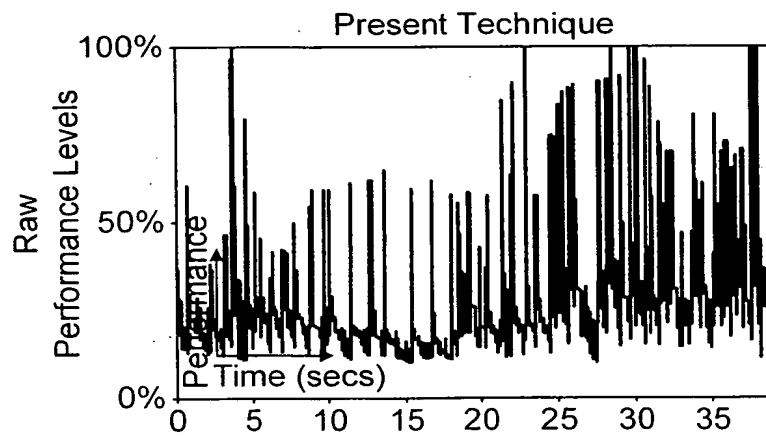


FIG. 12C

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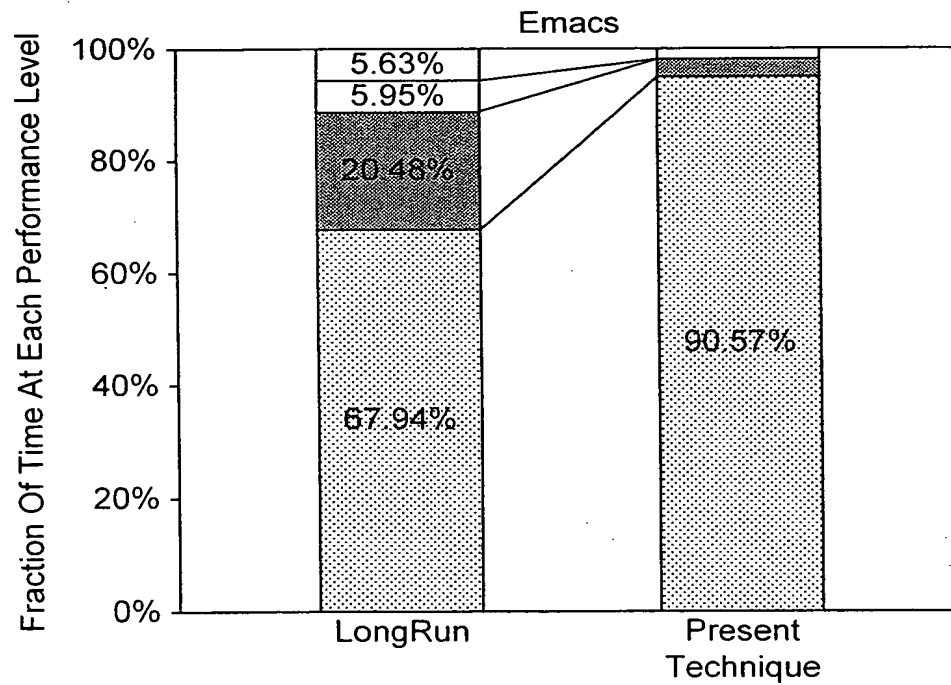
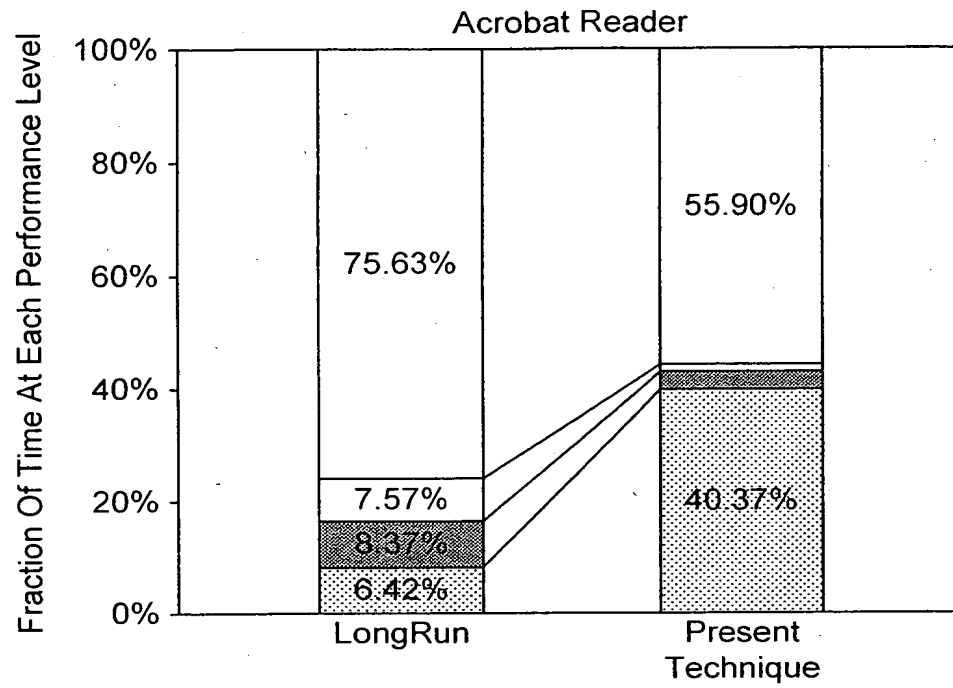


FIG. 13

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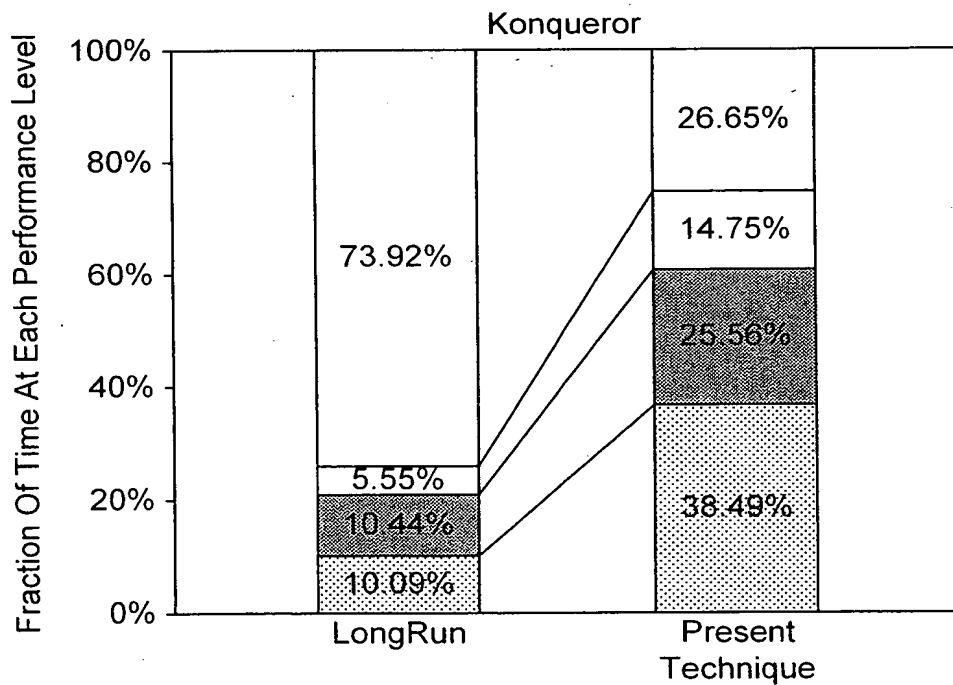
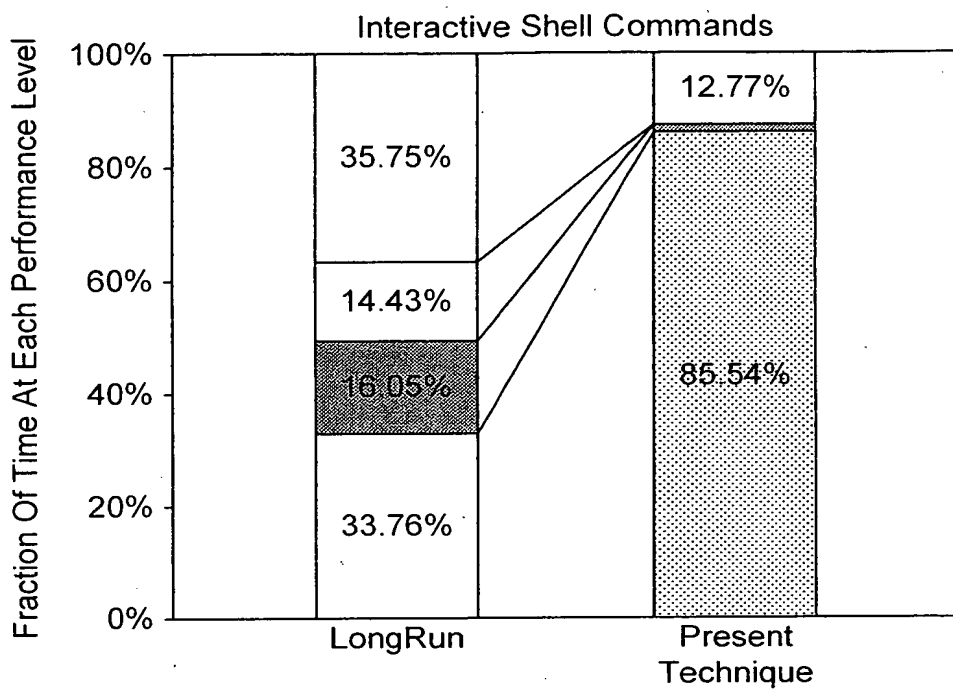


FIG. 13 CONT'D

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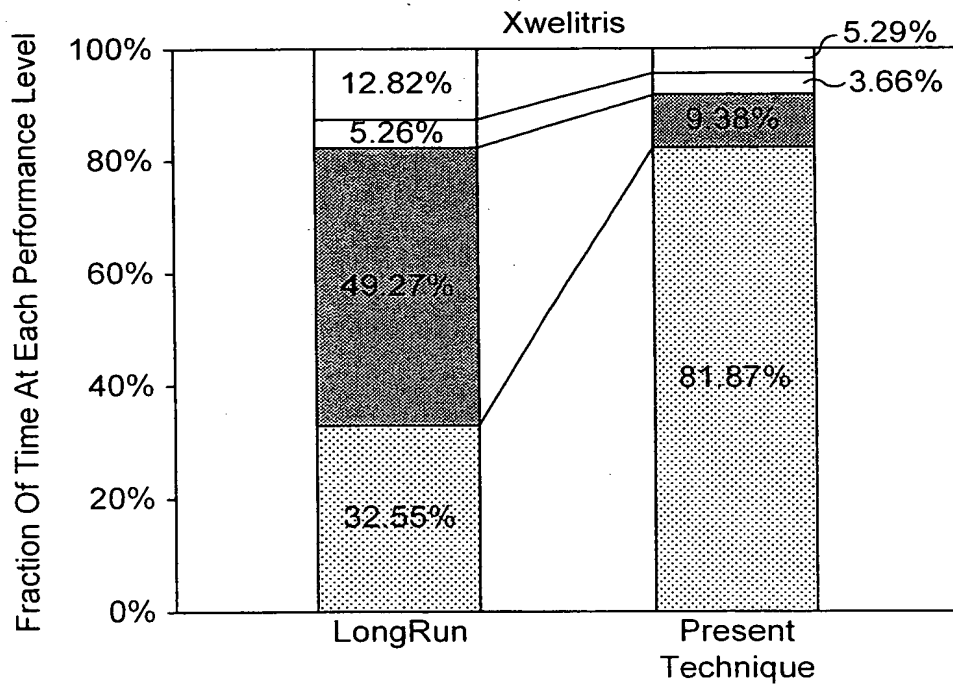
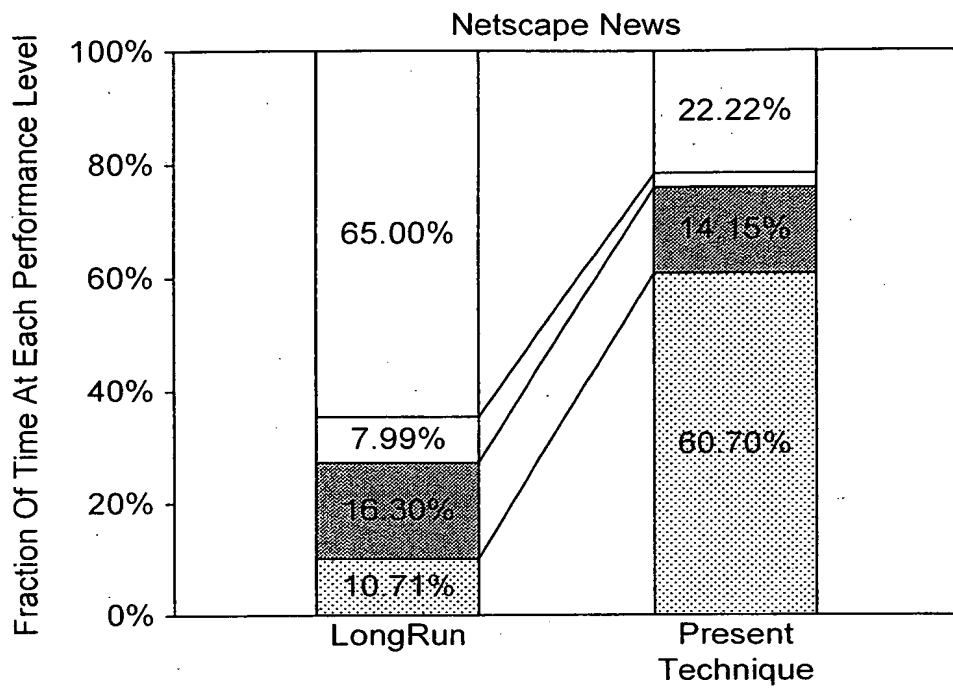


FIG. 13 CONT'D